

Isaac Cheung

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Education

University of British Columbia

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, 4TH YEAR STANDING

Vancouver, BC

September 2018 - April 2022

- Major GPA: 4.10/4.33
- GPA: 3.88/4.33
- Dean's Honour List

Experience

Amazon Web Services (AWS)

Remote | Palo Alto, CA

SOFTWARE DEVELOPMENT ENGINEER INTERN

February 2021 - August 2021

- Designed and implemented remote server execution support via VMware APIs. Done using Java and Golang.
- Integrated the AWS Schema Conversion Tool into existing service API workflow using Java and Docker, allowing the generation of recommendations for database migrations on the cloud.
- Leveraged numerous native AWS services, such as S3, DynamoDB, Lambda, API Gateway, Secrets Manage, Cloud Watch, and Cloud Formation to streamline development.
- Led all testing for the features that I worked on, including unit tests, integration tests, and end-to-end tests.

Amazon Web Services (AWS)

Remote | Palo Alto, CA

SOFTWARE DEVELOPMENT ENGINEER INTERN

May 2020 - September 2020

- Reduced the Server Migration Service's console load time latency by over 60% through various API optimizations, such as leveraging global secondary indexes in DynamoDB to improve filtering. Done using Java.
- Increased the region build automation's coverage from 60% to 90% and removed deprecated dependencies through a refactoring of the team's automated region build code using an internal framework in Ruby.

BGC Engineering

Vancouver, BC

WEB & MOBILE DEVELOPMENT INTERN

January 2020 - May 2020

- Added functionality on map identify tool, enabling the tool to select polygon geometry based target objects using TypeScript.
- Solved numerous concurrency issues related to the web form logic used by 1000+ engineers daily.
- Created new React web form and web form components to support 1000+ engineers in the field daily, enabling them to electronically document inspections and remotely sync the data on various hazard sites.
- Decreased the Jira backlog by over 10% by fixing numerous bugs in both front and back end of the code base using TypeScript, C#, and SQL Server.

Projects

Discord Bots

Technologies used: JavaScript, Node.js, Discord.js, Unsplash API, Heroku

January 2019

Developed and properly deployed Discord bots capable of automating the process of mass deleting server messages with filtering capabilities, reacting to messages based on keyword matching, and retrieving seal photos using the the Unsplash API. Bots are set up to automatically redeploy when code changes are pushed to the Github repository's main branch.

League of Legends Profile Analyzer

Technologies used: Java, Java Swing, Riot API

September 2018

Designed and created a desktop application which extracts and stores player data using the Riot API, and creates profiles using the data to analyze and compare stats.

Skills

Languages	Python, Java, C, C++, C#, TypeScript, JavaScript, Ruby, Golang, SQL, NoSQL, Haskell, Prolog
Version Control Systems	Git / Github
Testing	JUnit, Mockito, PowerMock, Mocha
Other Technical Skills	HTML, CSS, React.js, Node.js, Express.js, Three.js, Swing, Cobra, AWS, Heroku, Docker